```
ngl::InputObserver
# m eventCallbacks
 # m enabled
 + ~InputObserver()
 + Inform()
 + Enable()
 + IsEnabled()
 + AddCallback()
 + RemoveCallback()
 + RemoveCallbacksOfType()
 + RemoveAllCallbacks()
 + IsCallbackRegistered()
# InputObserver()
# ProcessEvent()
    ngl::CameraController
+ CameraController()
+ CameraController()
+ ~CameraController()
+ Tick()
+ SetCamera()
+ GetCamera()
# ProcessEvent()
# ProcessMouseMovement()
# ProcessMouseButtonDown()
# ProcessMouseButtonUp()
# ProcessKeyDownInput()
# ProcessKeyUpInput()
# ProcessScrollInput()
```